POINT CLOUD COMPRESSION THE INDUSTRY'S VIEW

Sebastian Schwarz, Nokia Technologies





BARCELONA, SPAIN February 2016

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Nokia kills off Ozo high-end virtual reality cameras

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() 10 October 2017 Technology



"I'm incredibly excited by AR because I can see uses for it everywhere. I can see uses for it in education, in consumers, in entertainment, in sports. I can see it in <u>every business</u> that I know anything about.

I also like the fact that it **does<mark>n't isolate</mark>.**

I don't like our products being used a lot. I like our products amplifying thoughts and I think AR can help **amplify the human connection**.

I've never been a fan of VR like that because I think it does the opposite.

There are clearly some cool niche things for VR but it's not profound in my view. **AR is profound.**"

Tim Cook 11 Oct 2017

Saying good bye to old "VR" Saying hello to true immersion

VR is so much more than 360 video Immersion is so much more than 6DOF It happens all around us Everywhere Every day

We don't want

Isolating experiences

Event-driven experiences

Expensive & cumbersome hardware

Wait for 5 more years

We want

Social immersion,

everyday,

on today's hardware

How do we get there?

Point Clouds are a key for immersive experience Point Cloud Compression is the key for distribution 2D video codecs are highly advanced and supported

-> Compress point clouds with 2D video coding tools

Synergise with today's technology Keep an eye out for the future

Three Billion mobile devices in daily use

NOKIA

Server.

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